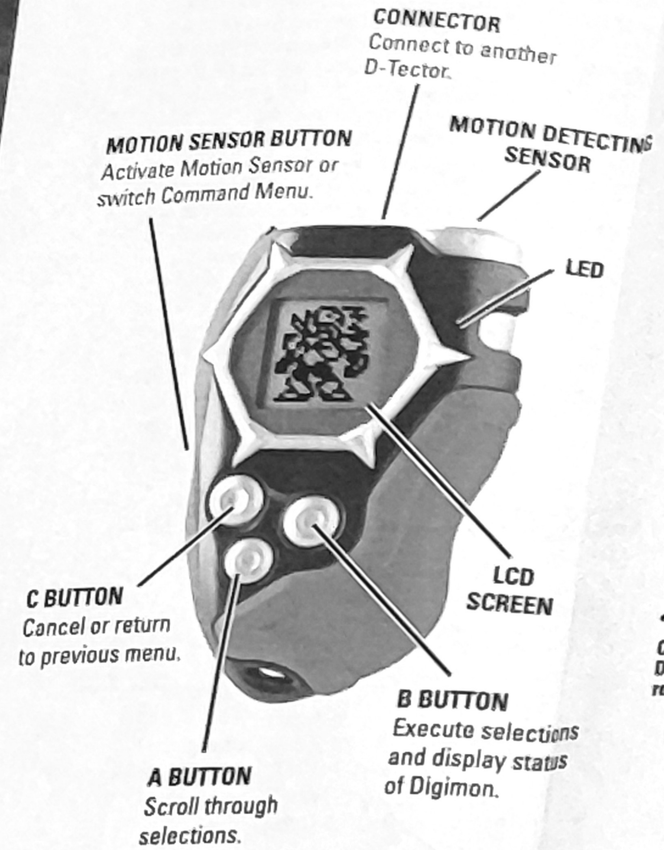


WHAT IS A D-TECTOR?

The D-Tector is the newest Digivice used by the Digi-Destined kids in the new Season 4 Television Show. The Digi-Destines use their D-Tectors to Digivolve to stronger Digimon with "Spirit" to defeat the Evil Digimons and save the Digital World. Your mission is to conquer all the evil Digimons and free the Maps from evil.

SET UP / RESET

• INSTALLING BATTERIES

The D-Tector requires 2 AAA(1,5V) Batteries. Using a small screwdriver, turn the screw on the back of the D-Tector Digivice counter-clockwise, pull the cover up and insert fresh batteries.

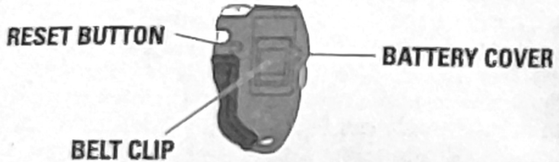
CAUTION: Keep batteries away from children. Batteries may be harmful if swallowed. Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries. Do not mix new and old batteries.

• RESET OPERATION

Gently press the reset button on the back of the D-Tector with a thin object when :

- Commands are not working or nothing appears on the screen.
- Using your D-Tector for the first time or after batteries. have been changed.
- You want to start the game over from the very beginning.

CAUTION: Pressing the reset button too hard may damage your D-Tector. Do not press the reset button unless necessary, as the reset button will erase all records of your previous play.



BEGIN YOUR ADVENTURES

• SELECTING A DIGI-DESTINED KID

After you place new batteries in your D-Tector and gently press the reset button, the opening animation will begin.

1. Press button B to show the Selection screen.
2. Press button A to scroll through the Digi-Destined choices.
3. Press button B to select a Digi-Destined Kid to travel with.

• INPUTTING YOUR NAME

You can name your selected Digi-Destined by doing the following:

1. Press button A to scroll through the alphabet. (Press the motion sensor button to change the scroll directions)
2. Press button B to select a letter.
3. Press button B to confirm your name.

EVENTS WHILE WALKING

You will start your adventure with your 4 Digi-Destined Pals in addition to yourself. As you walk on your adventure, you will periodically hear beeps alerting you to important events: Data Storms, Encounters with Digi-Destined Pals, Discovered Digi-Items, or Battles.

• DATA STORM

Data Storms may blow you away from where you currently are located to another area, or it may carry away one of your Digi-Destined Pals. This is a natural phenomenon, and the only way to protect yourself is to press button A repeatedly during the storm.

• FINDING YOUR DIGI-DESTINED PALS

If a Data Storm has taken one of your Digi-Pals away there's a chance that you may find him/her on your adventure and can team up with him/her again.

• DISCOVERED DIGI-ITEMS

As you travel on your adventure you will come across 4 Different Digi-Items. They are as follows:

1. **Distance Reduction Digi-Chip** – This Item reduces steps from your current distance.
2. **Distance Increase Digi-Chip** – This item increases steps from your current distance.
3. **Spirit Power Supplement** – This item gives you additional Spirit Power.
4. **Level Up Seed** – This item increases your level.

• BATTLE

As you walk along on your adventure you will come across evil Digimon who want to battle against you. You can escape or battle in one of two ways – they are as follows:

1. Battle Call – Use this to call a Digimon from one of your four D-Docks to the battle position. Use the D-Code scanning action* to call the Digimon you wish to battle with and give him an Attack Type. (see Battle commands/Battle Call section for more information).

*** D-Code scanning action: To activate the D-Code scanning action, select the Attack command on the screen and wave your hand in front of the motion sensor. Your objective is to achieve the Attack Type that will guarantee your victory. (see Game section for more information)**

2. Spirit On – If you have enough Spirit Power stored, you may want to Digivolve yourself (Digi-Destined) into a Spirit Digimon. Simply select the Spirit mode and the game will tell you if you have enough power stored up. You will need to select an Attack Type by selecting with the A button and execute with the B button. (see Battle commands/Spirit on for more information)

COMMANDS

There are 3 main commands that will help you on your adventure, they are:

• REGULAR COMMANDS

MAP – See your current Map/Area location or travel to another Map/Area.

1. Press A or Motion Sensor button to scroll to the Map screen. Press B to select.
2. Press A to scroll through the Maps. Press B to select a map.
3. Press A again to scan through the Areas on the map you've just selected. Press B to select the Area you want to play in.

STATUS – Check the status of your Digi-Destined friends.

1. Press A to scroll to the Status screen. Press B to select.
2. Press A to scroll through your friends (including yourself). Press B to select the character whose status you want to check. Press A to scroll through the parameters.

SPIRIT – You are able to Digivolve yourself (Digi-Destined) using your Spirit Power into a Digimon in order to battle. (You gain Spirit Power by Battle experience or Digi-Items.)

1. Press A to scroll to the Spirit screen. Press B to select.
2. Press A to scroll through the Spirits. Press B to select.
3. Press A or B to scroll through the information showing the status of the Spirit Digimon you can Digivolve to during battle.

Note: When you are at battle, the animation will tell you if you have enough Spirit Power to Digivolve to Spirit mode.

CAMP – If you've been wounded in battle or by an event, the animation will tell you that you've been wounded. You must at this time go to the Digi-Camp to rest and recover. If you decide not to go then your steps will not be counted.

1. Press A to scroll to the Camp screen. Press B to select.
2. Press A, B or C to leave the tent. (Return to main screen.)

NOTE: No steps will be counted while you are in the tent.

CONNECT– You may connect with a friends D-Tector Digivice for head to head battling action or trading of your Digimons.

1. Press A to scroll to the Connect screen. Press B to select.
2. Press A to choose VS BATTLE or TRADE. Press B to select.

V.S. BATTLE (Battling a friend)

a. Once you've selected the VS BATTLE screen, the screen will beep and the COUNT screen will appear. It's at this time that you must shake your Digivice as fast as you can to gain Digi-Power. The faster you shake the more Digi-Power you gain. The Digivice will beep again telling you to stop – the Ready screen will appear.

b. Connect your D-Tector with your friends connection at the top of the D-Tector. Press the B button to execute and hold the connection until the screen say's OK.

c. A battling Digimon will be selected at random from your D-Docks. The level of the selected Digimon will depend on your Digi-Destineds' level and the amount of Digi-Power accumulated in step a. above.

TRADE

a. Press A to scroll to the Data-Out or Data-In. Press B to select either command.

Data-Out - If you want to give/trade a Digimon to a friend then you would choose the Data-Out command.

1. Once you get to the Trade Screen then Press the A button to scroll through the levels (Rookie, Champion, Ultimate, Mega) choose one.
2. Press the A button again to scroll through the Digimon at that level. Press the B button to select the Digimon you wish to trade.

Data-In – To receive/trade a Digimon with your friend you will need to choose the Data-In command.

1. Connect your D-Tector to your friends and press the B button to execute the trade. (Your friend will need to follow the steps above under "Data-Out".) When the transaction has been completed the screen will say OK.

REQUIRES 3 AAA (1.5 V) BATTERIES. BATTERIES NOT INCLUDED.
ATTENTION: Only use batteries of the same or equivalent type as recommended. Batteries must be inserted with the correct polarity (see diagram).
Do not short-circuit the supply terminals.
Do not attempt to recharge non-rechargeable batteries.
Rechargeable batteries must be taken out of the toy before being recharged. Rechargeable batteries must be charged under adult supervision.
Do not mix different battery types or new and used batteries.
Remove dead batteries from the toy and all batteries from the toy if you do not use it for a long time. Supervise children if they are replacing batteries themselves to ensure these guidelines are followed. Store unused batteries in their packaging and away from metal objects which can cause a short-circuit.
Caution : Keep batteries away from children. Batteries may be harmful if swallowed.

CAUTION : PLEASE READ BEFORE PLAYING WITH TOY

- **Do not** 1) aim toy at anyone, 2) hit anyone with toy, 3) poke anyone with toy, 4) swing toy at anyone, 5) do not stand on toy, as it may result in serious injury!
- **Be careful** not to pinch fingers with hinged parts of toy.

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• DIGI-COMMANDS

Press the Motion Sensor button to switch out of the regular command mode.

DIGI-DATA BASE – Review your Digimon collection and register each Digimon that you would like placed in your D-Docks ready for battle. (You know if your Digimons are battle ready if they are highlighted in gray) Stack your Digimon D-Docks with powerful Digimons but be careful not to choose Digimons that can overpower your Digi-Destine. The closer the Digi-Destine level and Digimon levels are, the more successful you will be in battle.

1. Press A to scroll to the Digi-Data Base screen. Press B to select.
2. Press A to select the Digimon Level.
3. Press A to scroll to the Digimon whose status you want to review. Press B to select.
4. Review the Digimon's status by pressing A to scroll through the information.
5. To move the Digimon into the D-Dock, press B to execute. Press A to scroll to the D-Dock you want, Press B to select. Press B again to place the Digimon in the D-Dock.

NOTE: In this new D - Tector You may be able to move an enemy Digimon into your D-Dock.

DIGI-DIGITS – You can increase your collection of Digimons by collecting Digi-Digits from the D-Tector Card Game. Each card has a unique Digi-Digit and it's simple to input these Digits by doing the following:

1. Press A to scroll to the Digi-Digits screen. Press B to select.
2. Press A to scroll through the letters and numbers. Press B to input. Switch the scroll direction by pressing the Motion Sensor button.
3. After you input 5 Digi-Digits (letters and numbers), press B to execute.

NOTE: The Digimon you've inputted will be automatically registered into your D-Dock if there is an available D-Dock opening.

GAME – There are two fun games in D - Tector You must master the skills of D - Code scanning action for the success of your battling adventures.

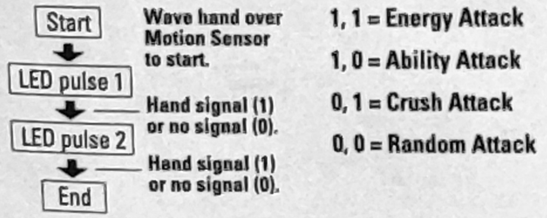
(Scanning Action)

1. Press A to scroll to the Scanning Action screen.
2. Hold the Motion Sensor button for a second (the "Waiting" cursor will appear) and input your D-Code scanning action.*
3. You will gain a bonus Digi-Item when you have successfully broken the box.

NOTE 1 : You may have a penalty if you fail the Scanning Action game.You may either loose your Digimon called from the D-Dock or gain additional Distance power.

NOTE 2 : No signal can be inputted while the Waiting cursor appears.

***D-Code scanning action : Wave your hand over the Motion Sensor on the D-Tector Digivice to start, then check the LED to find the hand signal required to choose an Attack Type. Input hand signals between pulses of the LED light.**


Start
Wave hand over Motion Sensor to start.
LED pulse 1
Hand signal (1) or no signal (0).
LED pulse 2
Hand signal (1) or no signal (0).
End
1, 1 = Energy Attack
1, 0 = Ability Attack
0, 1 = Crush Attack
0, 0 = Random Attack

(Speed Runner)

1. Press A to scroll to the Speed Runner screen and press B to select.
2. Press A to move left, press B to move right. Keep pressing the button or the Air Shuttle will return to the centre of the screen. when you let the button off.
3. Avoid the objects through 4 levels of varying speed. of speed.

NOTE 3 : The scrolling speed becomes slower if you press the Motion Sensor during play. You will get a lower score if you play in the slower scrolling speed.

DIGI-SEARCHER – Similar to the events while walking you may also experience an event when watching TV. Follow the steps below:

1. Press A to scroll to the Digi-Searcher screen. Press B to select.
2. Bring your D-Tector close to a TV monitor (approx. 2.5 cm) and hold down your Motion Sensor button until you get a signal. You will encounter a randomly selected event. (See "Events While Walking" section.)

• BATTLE COMMANDS

BATTLE CALL – Your game will alert you when an evil Digimon has summoned you to a battle. It's at this time that you need to do the following:

• BATTLE COMMANDS (continued)

1. Press A to scroll to the Battle Call screen. Press B to select.
2. Hold the Motion Sensor button for a second (the "Waiting" cursor will appear) and input your D-Code scanning action.* A battle-ready Digimon appears.

*** Use "Scanning Action" game to improve your D-Code scanning skills.**

Hand signals summon a Digimon into a D-Dock as indicated:

Hand signal 1, 1 = D-Dock 1 **Hand signal 0, 1 = D-Dock 2**
Hand signal 1, 0 = D-Dock 3 **Hand signal 0, 0 = D-Dock 4**

*** Use " Practise " mode to improve your D-Code scanning skills.**

NOTE 1 : If your call for a Digimon has been denied then the game will send you Numemon to battle with. The weakest Digimon of the game.

NOTE 2 : At the beginning of each battle you will have a complete amount of Call Points. These Call Points allow you to Digivolve, Deport or Call Up a Digimon for battle. (When calling up a Digimon the higher level that Digimon is the more Call Points that will be consumed.)

NOTE 3 : When you see the "Spirit OK" sign, this means that you have enough Spirit Power to Digivolve yourself into Spirit mode.

ATTACK – Hold the Motion Sensor button for a second (the "Waiting" cursor will appear) and input your D-Code scanning action (see "Practice" section to learn how to select a Attack Type).

NOTE 1 : A Digimon may refuse to attack an Evil Digimon if the Digimon's level is too high for the Digi-Destined to control them.

NOTE 2 : If you lose a battle your Digimon may be taken away for good. You can however re-input that Digimon's Digi-Digits to gain access to them again.

DIGIVOLVE – Because it is sometimes harder to control the higher level Digimons, it may be beneficial to your battle success to select lower level Digimon and then Digivolve them to a higher level making them more controllable for the Digi-Destined.

NOTE 1 : You must scroll to the next level of Digimon in your Data Base to call the Digivolved state. It must be the correct Digivolution in order to Digivolve correctly. (i.e. Agumon, Greymon, Metal Greymon, WarGreymon)

NOTE 2 : One Call Point will be consumed for each Digivolution.

NOTE 3 : There's a chance that the Digivolution may fail, depending on the player's level.

DEPORT – Use this command to return a Digimon to the D-Dock when you don't want to use them in battle. Press B to deport it, and the Battle Command main screen will appear.

SPIRIT ON – You can Digivolve yourself into Spirit mode in order to defeat the Evil Digimons.

1. Press A to scroll to the Spirit On screen. Press B to select.
2. Press A to scroll to the Spirit you want. Press B to select.
3. You will Digivolve to that Spirit Digimon ready for battle.
4. Press A to scroll through the Battle commands discussed below (ATTACK & DIGI-POWER).

NOTE 1 : Spirit Power is used depending on the player's level. You will be unable to Digivolve to Spirit mode unless you have enough Spirit Power to sustain that mode.

ATTACK – If you choose to use a Spirit then you get to choose the Attack Type you wish to use during your battle. (i.e. Energy, Crush, Ability)

DIGI-POWER – Your Spirit Digimon has the ability to absorb the power of one of your Digimons registered on your D-Dock. Simply hold the Motion Sensor button for a second (the "waiting" cursor will appear) and input your D-Code scanning action in. A Digimon will be chosen to give up their Power to the Spirit Digimon.

NOTE 1: Refer to the Battle Call section for instructions on how to call a particular Digimon from your D-Dock.

NOTE 2: The additional Digi-Power is good for one turn only.

NOTE 3: Depending on the level, you may fail in absorbing the Digimon's Power.

SPIRIT OFF – Use this command to take the Spirit off of the Digi-Destined. You will be returned to the Battle command screen.

DIGI - DIGITS – Use this command to call a Digimon directly by inputting Digi - Digits from D - Tector Card Game. The Digimon doesn't have to be in the D - Dock. It will be automatically registered after the battle. See DIGI - DIGITS section on page 7 how to input Digi - Digits.

ESCAPE – Use this command when you want to surrender.

NOTE: If you are wounded in the battle then refer to section "Camp" to rest and recover.

COMMAND SUMMARY

COMMAND	MAIN MENU	LEVEL 1	LEVEL 2
REGULAR COMMAND	1. Map	1. Map 1	1. Area 1 2. Area 2 3. Area 3
		2. Map 2	1. Area 4 2. Area 5 3. Area 6
		3. Map 3	1. Area 7 2. Area 8 3. Area 9
		4. Map 4	1. Area 10 2. Area 11 3. Area 12
	2. Status	1. Takuya 2. Koji 3. J.P. 4. Zoe 5. Tommy	

COMMAND SUMMARY

COMMAND	MAIN MENU	LEVEL 1	LEVEL 2
	3. Spirit		
	4. Camp		
	5. Connect	1. V.S. Battle	
		2. Trade	1. Data In 2. Data Out
DIGI-COMMAND	1. Digi-Data Base	1. Rookie 2. Champion 3. Ultimate 4. Mega 5. Enemy 6. Ancient	
	2. Digi-Digits		
	3. Game	1. Scanning Action 2. Speed Runner	
	4. Digi-Searcher		
BATTLE COMMAND	1. Battle Call	1. Attack 2. Digivolve 3. Deport	
	2. Spirit On	1. Attack	1. Energy 2. Crush 3. Ability
		2. Digi-Power 3. Spirit Off 4. Escape	
	3. Digi - Digits		
	4. Escape		

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SEASON FOUR

DIGIMON

DIGITAL MONSTERS

D-TECTOR INSTRUCTIONS